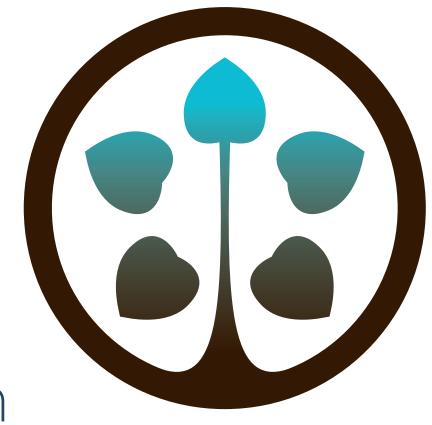


A passion for human development

Russ(ell) Saunders Partner, inchigo



russell@inchigo.com





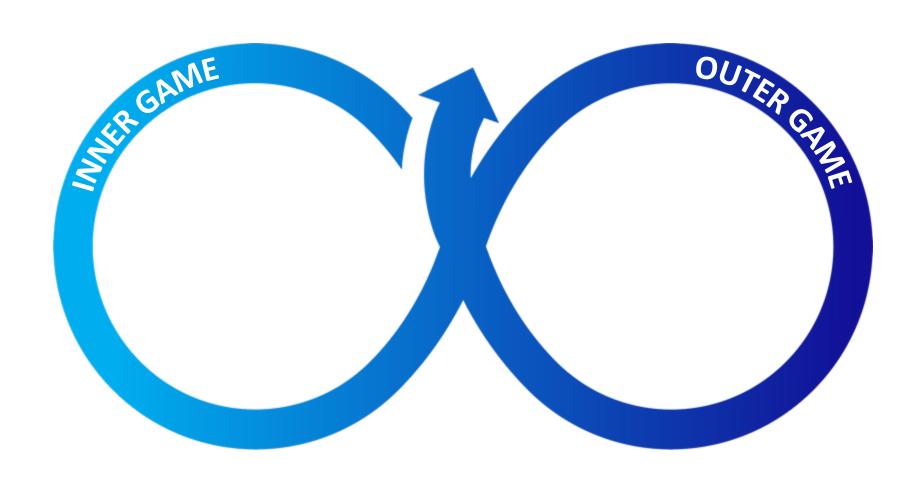
## 21<sup>ST</sup> CENTURY LEADERSHIP: AGE OF COMPLEXITY....



#### ...EXEMPLIFIED BY COVID19 and Ukraine War



#### Dual Awareness: Inner Game/ Outer Game





## 21st Century Leadership

#### **Inner Game:**

- Our lens on the world
- Personal Mastery
- How we are being
- Emotional Landscape
- Focus
- Awareness
- Ability to be present
- Curiosity

#### **Outer Game:**

- What people see/experience of us
- Our behaviour
- Our skills
- The tasks we do
- Actions that we take
- Roles we accept or step into
- Deliverables
- Performance

## 21st Century Leadership

#### **Inner Game:**

- Developing/understanding my purpose?
- Utilising my emotions as a resource?
- Greater focus?
- Deep awareness of "out there"
- Focus?
- Being Present?
- Curiosity challenging the beliefs I hold?
- Relationship to Fairness and Equity?

#### **Outer Game:**

- Sustainable Economy

# Why Purpose-driven?

#### Where are we at in the world?

## 21<sup>ST</sup> CENTURY LEADERSHIP: AGE OF COMPLEXITY....



## Where are we/you at in the world?

Purpose won't solve your problems....

#### Where are we/you at in the world?

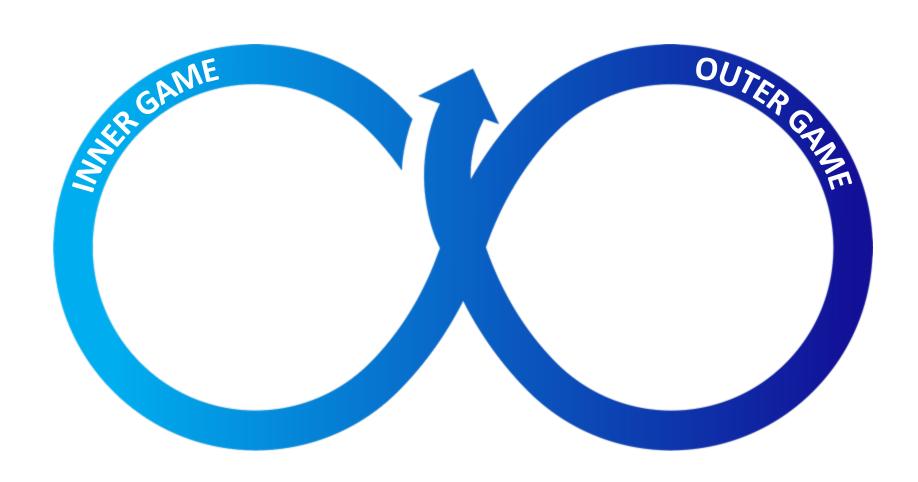
...but it will help you think them through and (re)consider your relationship to them.

# mesn social value economic value human value

# Why Storytelling?

# What Makes a Good Story?

#### Collaboration: Inner and Outer



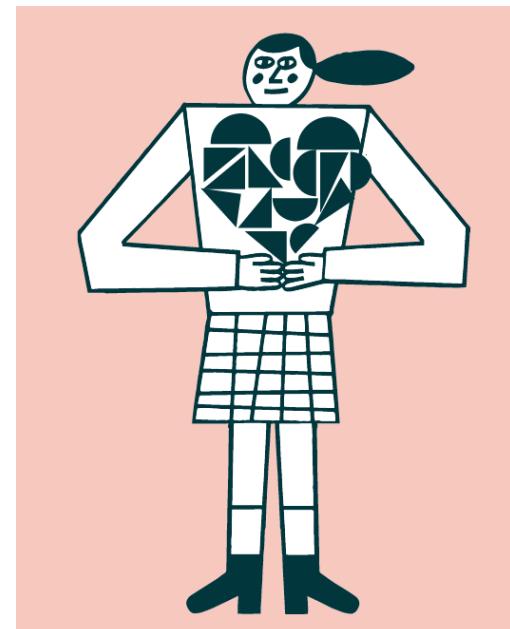
#### Collaboration: Inner and Outer



#### Individual Capacity to COLLABORATE

#### A New Perspective on Collaboration

- Agility and Agile
- Psychological Safety creating it for yourself
- Your Shadow Work less-favoured parts of our identity
- Self-Collaboration exploring the paradoxes inside ourselves
- Situational Identity
- Inner Committee





## Leaders Required

- Dual Awareness: Inner and Outer Game
- Purpose-driven
- Inspiring Communication: Storytelling
- Inner and Outer Collaboration

# Russ(ell) Saunders



russell@inchigo.com